

Q

Should I use TVPaint to edit my sound, or should I use some other program like Aftereffects?

I've already reviewed the information on "how" to import sound into TVPaint. My question is based on timing and whether or not I "should" incorporate sound files into TVPaint or use something like After Effects once my video is complete.

I want to take the next step and increase the level of appeal which I think I can achieve by using music and sound. My intent is to incorporate a light musical background track but nothing that would affect the overall timing of the animation. I do, however, want to use some sound effects and a couple of voice tracks that WOULD affect the timing of the action.

Do I want to layer all of these files into TVPaint so I can slide them forward and back to match the action I want to accentuate or lay them in after everything is done? Eric Green

A

Short answer:

TVPaint is not really a sound editing app; that's not it's intended usage.

If you're going to be adding sound to your animation I would say that you should do the final sound editing in an editing app such as Adobe Premiere or Adobe AfterEffects .

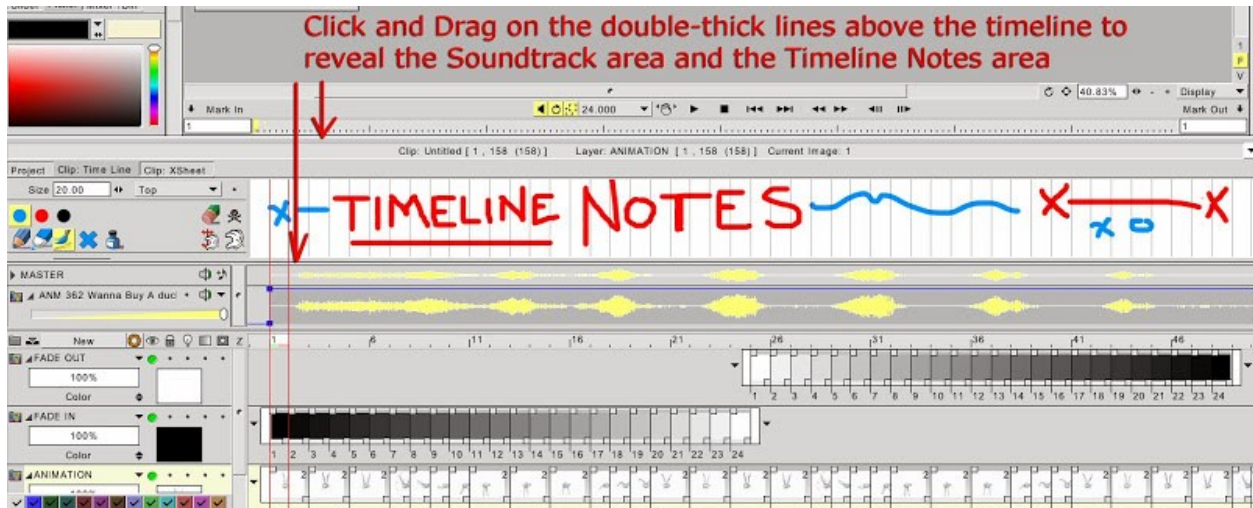
(*Let me just emphasize that most of the assignments in ANM 180 do NOT **require** the use of an audio track (Mod. 4 does not require sound) , so that's why it's not covered in detail in mod 4. In the assignments that do require the use of an audio track (such as the lip sync assignment in Module 7 , the subject of X-sheets, Bar Sheets, Sound , and Lip Sync will be covered in more detail) . So at this point (mod 4) adding sound is optional. You can do it , but it's just not covered in the modules up to this point because it's not required for the assignments.)

Long answer: would be that **you can of course import audio files into TVPaint** and play back the audio within TVPaint to see how it matches to your animation . You can also export your animation from TVPaint with the soundtrack intact on the .mov export . (TVPaint Standard Edition allows you to use ONE audio track , whereas TVPaint PRO Edition allows the use of multiple audio tracks) .

As you mentioned, you can refer to the audio waveform in the area above the timeline to use it as a guide to your animation timing to match the animation to the major beats or sound accents on the audio track.

You can also use the additional area above the timeline called "Timeline Notes" to make yourself timing notes based on the audio track. (whether it's musical beats/phrases, or dialogue) . The Timeline Notes in TVPaint functions equivalently to the "Action" column on a traditional paper X-sheet , where you would mark off musical beats or mark off the phonetic breakdown of dialogue so you can closely sync your animation to the sound .

cont



The Soundtrack area and the Timeline Notes area above the timeline are hidden by default . You can reveal these areas of the TVPaint interface by clicking and dragging on the double-thick lines above the Timeline.

For more information:

See the [TVPaint User Manual](#) , **Lesson 8** , section **8-2** - through - section **8-6** on "*Managing Audio Tracks*".

Also see **Lesson 9** , section **9-11** - through - section **9-12** on "*Adding Sound*" to an animatic.

See **Lesson 6** , section **6-35** - through - section **6-37** on "Timeline Notes" .

The section in the TVPaint User Manual on "*Managing Audio Tracks*" in Lesson 8 shows how you can re-position soundtracks by clicking and dragging them over the timeline .

You can also do some simple editing like splitting a track and adding a fade-in or fade-out of the sound. Other than that any heavy-duty editing or mixing of soundtracks should be done in applications that are intended for that purpose , such as [Audacity](#) or Adobe Audition (aka Adobe Soundbooth) for editing/mixing audio tracks, and Adobe Premiere or Adobe AfterEffects or Final Cut Pro to fine tune editing of pictures and audio . You should have access to the Adobe apps in the Adobe Master Suite that is available for you to download through your AAU Student Dashboard. ([Audacity](#) is freeware) .

Also see the section 05 Questions in the [TVPaint Wiki](#) ,

Anm180 is a great class because it allows you to be as creative as you want to be in each of these assignments , so you certainly have the options of embellishing beyond the basic parameters of the assignment if you have the time and inclination , so that would include things like adding TITLES , SOUND , and optical Effects (such as a fade-in/fade-out effect or a cross-dissolve) to enhance the piece. The original title of this class was "Experimental Animation" , so by all means experiment ! Just don't get bogged down in trying to embellish too much , especially if it's not a required part of the assignment.

-David Nethery
Online Director of Traditional Animation

Thank you David! (once again)

(and I will add some more info to the Wiki ... re Sound)

<http://tvpaint.wikispaces.com/FAQ>

PS

I've used **Aftereffects** to slide audio tracks around in some of the tutorials I have made and some times I do an occasional group critique... (I also use Camtasia, but that is another story altogether)

Here are some other resources for sound :

- **Audition** is the part of Adobe CS that is the sound editing tool. (Audition replaced "Adobe SoundBooth in 2011)

<http://tv.adobe.com/show/learn-audition-cs6/>

http://help.adobe.com/en_US/audition/cs/using/WS58a04a822e3e5010548241038980c2c5-7e3f.html

- **AUDACITY** , as(David mentioned) is free, and AUDACITY has a huge user base of peer to peer tutorials (being freeware it has a very lively community)

<http://audacity.sourceforge.net/>

A more high end program would be

- **Sound Forge** <http://www.sonycreativesoftware.com/soundforgesoftware>

(expensive, but this has the precise video/ audio tools for frame tight editing)

Kathleen